

ON PC

The configuration your computer needs

- IBM PC AT or 100% compatible
- 386 processor or better. 486 processor recommended.
- 4MB RAM (the game operates in protected mode and uses the whole of your computer's memory)
- VGA graphics card
- Hard disk essential
- Mouse
- Sound Blaster sound card optional

Starting the game from the diskettes

- Turn on your computer and load DOS. If your computer installs Windows at the start, it is best to exit from Windows before installing the program.
- You cannot play from the diskettes
- Installation on hard disk:
Put the diskette into A (or B) drive
Go into drive A (or B)
Then type INSTALL <source drive><destination drive> (for example: INSTALL A: C:), then follow the instructions on the screen.
To start the game just enter the sub-directory concerned and type START.

Starting on CD ROM

- Open your CD-ROM drive directory (e.g. D:)
- Enter : INSTALL <source reader> <target reader> (e.g., INSTALL E: C:)
- Choose the game which you want to install; a directory will be created on your hard disk in order to save the games.
- In order to launch a game, enter START from the directory of your CD ROM, and then choose the game to start up.
- It should be noted that the total memory available is displayed at the bottom right of the configuration page of the «Ishar III» game.

Game configuration

At the start of the game a configuration (or set-up) page appears on the screen. It offers you an optimum configuration which you can alter if you modify. If you save the configuration this page will no longer appear when you start the game again. However, you can access it by pressing the key when the program tells you to.

Below is a configuration example which makes it possible to operate your computer with basic, or conventional, memory greater than 600 Ko :

CONFIG.SYS program :

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

BUFFERS=15.0

FILES=8

DOS=HIGH,UMB

LASTDRIVE=E

FCBS=4.0

COUNTRY=033,850;C:\DOS\COUNTRY.SYS

AUTOEXEC.BAT program :

@ECHO OFF

PATH C:\DOS;C:\MOUSE

LH C:\DOS\KEYB FR,,C:\DOS\KEYBOARD.SYS

LH C:\DOS\MOUSE

These files are examples; they must be modified according to the specific requirements of your computer (for example, name of the sub-directory for MOUSE) and various command lines to be added (CD ROM driver essential).

If you do not wish to change the configuration of your computer, there is always the possibility of creating a bootable floppy disk which includes these two programs, and to initialise your computer with this floppy disk. If you use a version of DOS which is 6.0 or more recent, you can launch MEMMAKER in order to optimise the system.

IN CASE OF TECHNICAL PROBLEMS

You can contact us by telephone on 0171 372 7544 from Monday to Friday between 1pm and 5pm.

ISHAR 3

INTERFACE

The game is designed to be played entirely with the mouse. The left button is used to select, and the right button to cancel the current operation and close selected menus.

KEYBOARD SHORTCUTS

The F1-F5 keys emulate the “Action” icons, and the F6-F10 keys the combat icons.

The numeric keypad is used to:

- * access the Tactical panel by pressing 9.
- * access the Save menu by pressing 7.
- * move in the 3D environment by pressing keys 1-6, according to the 6 movements on the control panel.

TO QUIT THE GAME: Press <CONTROL>X.

PAUSE KEY: Press <P>.

MAIN MENU

To skip the introduction, press <ESC>.

After the introduction

Depending on the type of computer you have, you might be given a choice of languages (French, English, German...). Click on the flag of the desired language.

From the main menu, you can:

- load a previously saved game: follow the on-screen instructions.

If you're playing from the hard disk, the games will be saved directly into your sub-directory; if you're playing from floppy disks, you will have to insert a formatted save disk. You can save as many games as you want. (Note: if you're playing on Amiga, you'll have to wait for a few seconds after inserting the disk, allowing enough time for the drive to read it.)

- start a game with an old party from "Ishar, Legend of the Fortress" or "Ishar II, Messengers of Doom":

You'll have to insert a save disk used with the software in the floppy drive. The game will start at the beginning, with the characters from this new party. They will keep their attributes, but not their objects. However, sometimes the character levels and their magic spells might be slightly changed, so that they fit with the ones from Ishar III.

- create a new team: follow the on-screen instructions. You must select the characters one by one. For each one, you must choose a race, a portrait, a class; then, you must share his or her points between the different attributes (strength, constitution...) by clicking on <+> and <->, and finally, you must enter the character's name. To validate the party and start the game, select the **START GAME** icon.

To cancel the selection and return to the main menu, click on **END**.

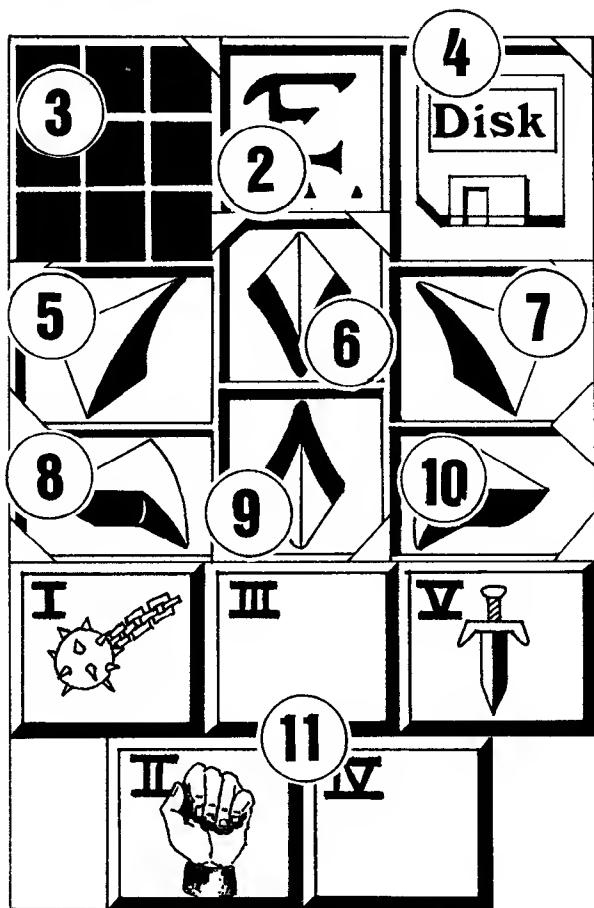
- set the **SOUND** and **MUSIC** options **ON** or **OFF**.
- start a new game with the default character.
- quit to **DOS**.

THE CONTROL PANEL

MOVEMENTS

Movements are made using the directional arrows (5 to 10). You can move forward (6), sideways to the right (10) and to the left (8), make a quarter turn to the right (7) and to the left (5) or move backwards (9).

The compass (2) indicates the direction in which you are facing. Some places are impassable, such as water and high bushes.



TACTICS

You can change the tactical positioning of the characters. To do so, click on the small frame (3). A 5x5 chequerboard appears with small symbols (Roman numerals) representing each character in the team - you will find these numbers at the bottom left of each character box. Choose the desired symbol and place it in one of the squares of the chequer board.

The characters placed in the highest boxes will be at the front of the group. They will be the first to receive blows. The characters placed behind will be fairly well protected (except in the case of attack from behind) but they will not be able to fight hand-to-hand unless they have a throwing weapon (see Combat section). To move in single file, place the symbols on the same vertical line; the character at the front of the group then receives all the blows and is the only who can fight hand-to-hand.

To move in a line abreast, place the symbols on the same horizontal line. In this case all the characters receive blows and can fight on the same level.

LOADING/SAVING A GAME

If you click on the disk icon (4), you can quit the game and return to the main menu, load a previously saved game or save the current game; just follow the on-screen instructions (see "Main Menu").

MAP/TIME:

In the top bar, above the 3D screen, you can see the number of days gone by represented by a moon, the current time represented by a sandglass and a third icon which will change according to the land you are in. If you are in the city, this icon allows you to access a map of the city. Your position is then marked by a flashing arrow, which shows the direction you are facing. As you make new discoveries, new symbols will appear on the map (inns, shops...).

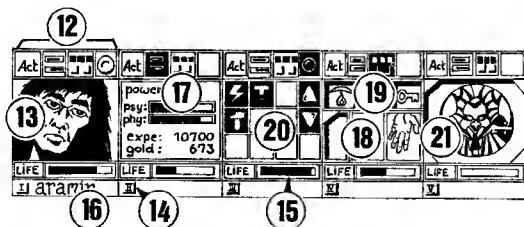
You can only see the town on the map, the other lands are not listed. So if you are not in the town, the icon will be a time scale which indicates whether you are in the past or in the future. You can also use the space bar to access the map.

COMBAT

Fights take place in real time. The fight panel (11) groups together the fight icons of each player with their active weapon. These icons are arranged in a quincunx (4 at the corners of the square and 1 in its centre) and represent from left to right the five characters in the team, identified by their Roman numeral. To make a character strike, click on the corresponding fight icon.

The icon will change colour during the attack. You can strike again when the icon has returned to its initial colour. Blows are struck with the weapon the character is holding. Their speed will vary from weapon to weapon. A 2-handed weapon is slower than a 1-handed weapon, but causes more harm. If the player has a weapon in each hand he will strike twice as fast as with a single weapon. The weapon used will then change in the icon at each blow. Without a weapon the character will strike with his fists.

To strike an adversary you have to be in the front line (see section Control Panel: Tactics). The characters placed behind can however use throwing weapons which can be recognised by little lines symbolising speed. To throw these weapons, click on the fight icon. The cursor will change. Then select the adversary to be hit who can be some distance away. Hits are represented on the picture by a small patch of blood showing the damage points, ie the life points the victim has lost. This damage depends on several parameters: the power of the weapon, strength, agility (throwing weapons in particular), weaponry skill, the adversary's constitution, etc.



THE TEAM PANEL

The team consists of a maximum of 5 characters. At the start of the game you will have only one character. The name of each player is written at the bottom (16). His face appears in the medallion (13). If the box is unoccupied, the medallion contains a stone face (21). Note the Roman numeral (14) at the bottom left which represents the character in the tactical table (see Control Panel section). The bar (15) represents the level of life points. Watch it carefully, because the character will die when it reaches zero. A skull will then appear in the frame. You can recover the possessions shown in the character sheet of a character who has died if you do not move. The slightest movement will cause the deceased player to disappear. When all the players are dead the game is over. The four icons (12) give access to the management and information panels which will appear in place of the character's face. By re-clicking a second time on these icons the face will reappear in the medallion.

- The first icon opens a menu which suggests different actions (see Actions section below).
- The second icon reiterates the main parameters (17): physical and psychic levels, experience, money. Physical fitness affects fighting performance. This level drops as the character travels. When it reaches zero, the life points gradually decrease. To raise them the character must sleep, eat, or drink reviving potions. Psychic powers influence the effects and duration of magic spells. You can recover psychic points by sleeping or drinking certain potions.
- The third icon shows the hands (box 18) and the different physiological states of the player (box 19). These states are caused by magic spells which have been cast over the character and by which he is still affected (see Spells section). Any objects which may be held appear in the hands. You can exchange or place objects directly from these windows (see Character Sheet section).
- The fourth and last icon (red dot, if operational) is used to cast magic spells (20). Only certain classes (scholars, magicians, druids) can cast spells. Select a spell from the table. Some can be cast directly but most will require you to point directly to the character on the screen (attack spells) or among your companions (defence spells) - the cursor will then change into a target. By using the two arrows on the sides you can change the spells table (a choice of three tables: defence spells, attack spells, or various spells). The two numbers under the arrows respectively indicate the character's psychic energy and the level of the spell selected. There are about 30 spells of different levels. They are acquired when the character changes levels (see Spells section).

ACTIONS

To carry out a specific action click on the “act” icon of the character concerned. Four actions are offered:

- Enrol: The cursor becomes a hand. Point it at the character to be enrolled. Without exception, the best place to enrol is the inn. Each character gives a vote which depends on his or her liking for the character to be enrolled. Candidates are only admitted by a majority decision (see section Character Sheet: Alignment). Warning: Traitors can sometimes infiltrate a team. They disappear without trace, sometimes stealing things.

-Dismiss: As with enrolling, the other members of the team give their vote. A dismissed player disappears from the game and cannot be enrolled again. Dismissal is less dangerous than assassination, but is not always practical and the character's possessions cannot be recovered. In the course of the game you will often need to get rid of a character.

- Assassinate: Select the team member to be assassinated. Be careful, because the psychology of the characters comes into play. If one of the companions has a lot of sympathy for the victim (see section Character Sheet: Alignment) he may in turn kill the murderer. You could thus bring about a whole series of killings.

- First aid: Select the person to be helped. An individual who has been given first aid cannot receive it a second time unless he has been struck again in the interim. The effectiveness of first aid depends on the player's level of skill in this subject.

PLACES

INNS

You are offered four options.

- Listen: You can pick up information.
- Enrol: The inn is the best place for enrolling. Select the torso of the person you want to enrol. Your choice will be confirmed or rejected by the vote of the other team members.
- Eat: You have to pay for a full meal for the whole of the team. If all the players together do not have enough money, none of them can eat. Otherwise the sum will be deducted from the companions in equal shares. If one of them does not have enough the balance will be made up by his companions according to the order in which they are arranged on the team panel.
- Sleep: the same principles as for eating. A room is taken for the whole team.

HOUSES

Here the team's control panels do not work. Only the character sheets can be selected. You will find various types of people here. Usually they will give you valuable information or suggest "missions" to you. Sometimes you can pick up objects. Click on them and place them with one of the characters.

SHOPS

There are two types of shops: the ones selling weapons and the rest.

To buy an item, select it on the shelves and confirm in the window of the character who wants to buy it or on the character inventory, by clicking on his name. If the buyer hasn't got enough money, the sale is cancelled.

To sell an item, select the object to be sold in the character inventory and click on the shop-keeper. The price he is ready to pay for the item will appear. You can always refuse his offer.

TIME GATES

They allow you to access other lands, in the past or future. You can see the time on the top left icon. When you start the game, you don't know any doors. Of course, past events can change the present and the future...

THE CHARACTER SHEET

Each character in the team has his own sheet. Access it by clicking on their name (16).

CHARACTER STATISTICS (frame 23)

This covers three pages which you can turn using the “Book” icons (27) and contains:

- Identity: name, race, class (profession)
- The character’s level and experience
- Degree of fitness: physical, psychic, vitality
- Team cohesion or ALIGNMENT: We have shown that relationships play an important part: votes on enrolment or dismissal, serial killings, refusal to give first aid. These are based on the alignment tables. These alignments depend on the tendency to good or evil and the sympathies and antipathies between races (eg dwarfs dislike elves). Team cohesion summarises the different alignments between the characters in the team.
- Characteristics and skills influence the players’ actions (eg a strong person will cause the enemy more damage, a robust person will withstand blows better). These parameters develop in the course of the game in relation to fights, successes and set-backs. There are seven skills: lock-picking, perception, first aid, shooting (bows and arrows and crossbows), weaponry skills (1-handed weapons, 2-handed weapons, throwing weapons).

MONEY

The “Money” icon (31) shows the sum of money held. By clicking on it you will access a money management menu. By selecting the icon with the 3 arrows, all the sums of money are evenly distributed among the different members of the team. You can also give a certain amount of money to another character: to set a figure click on the various columns of units, tens, hundreds etc. Then click on the “coin” icon which will take the place of the cursor. Then validate it on the character concerned. The “All” icon selects the total sum which the player owns. The “0” icon returns the sum back to zero.

OBJECTS (frame 24)

A character often possesses a few objects at the outset. When you find an object, you can place it in one of the nine boxes. Certain objects can be grouped together in the same box: food (maximum = 5), potions (maximum = 10), arrows (maximum = 20). The number of objects is then shown at the bottom right of the box. Select an object by clicking on it - or in the case of objects grouped together, take them all by clicking on the number.

Then you can:-

- Destroy it by dragging it on the "DUSTBIN" icon (30) and clicking.

- Identify it by dragging it to the "See" icon (29) and clicking.

- Eat and drink by validating the food or potions on the "Absorb" icon (28). Note that this icon can be used for blowing. Eating and drinking increases a player's physical and vitality points.

- Dress your character by placing clothes, armour and helmets on the torso (25). There are clothes for both men and women.

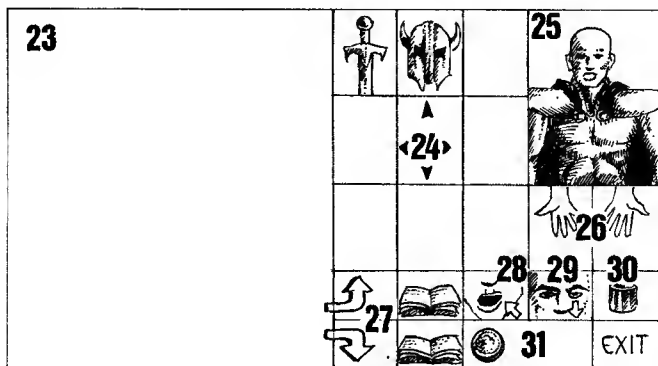
- Handle objects by clicking on them in the character inventory boxes or on-screen and dragging them to the "Hands" icon (26).

If the object is large (two-handed weapons), the second hand will be dimmed and cannot be used.

- Place it in another character sheet by clicking on the name of the recipient and placing the object in one of his boxes.

- Place it directly into the hand of a team member by validating on the "Hands" icon (18) of the character concerned.

- If you select one object after another, exchanges will be made automatically.



POTIONS

To make a potion, you need a magic flask (there's only one in the game!), to use as a container. Prepare your mixtures by dragging the different potions to the flask and validating. You can use it again once its contents have been absorbed. Refer to the magic recipes below, as certain mixtures can have rather strange consequences...

To empty a full flask without drinking its contents, drag it to the "WASTEBASKET" icon.

MAGIC RECIPES

"Bulka" or Anti-Paralysis:

- one dose of salamander oil
- one dose of gargoyle claws

"Schlounz" or Physical Regeneration:

- one dose of salamander oil
- one dose of dried mistletoe
- two doses of gargoyle claws

"Ghoslam" or Psychic Regeneration:

- one dose of salamander oil
- one dose of dried mistletoe
- one dose of rat brain

"Clopatos" or Invulnerability:

- one dose of salamander oil
- one dose of dried mistletoe
- one dose of rat brain
- one dose of gargoyle claws

SPELLS

There are about thirty spells corresponding to different levels of experience. Only four classes can cast spells: scholars, magicians, paladins and druids. Spells are specific to each of these classes. By increasing experience level, the character acquires higher level spells. The effectiveness of a spell (impact, duration) depends on the experience level of the spell caster. The higher the level, the more powerful the spell will be. Casting spells requires a degree of psychic energy. If the character does not have enough, the spell will have no effect. The more powerful the spell, the more energy it will consume.

DESCRIPTION OF SPELLS

***Defence spells** (in order of level from lowest to highest):

- Healing (scholar/druid): increases the life points of injured players.
- Protection: physical (scholar/magician) limits injury caused in fights, and spells which protect the whole team. They are higher level spells.
- Specific care (scholar/druid): against poisoning and blindness.
- Protection against fire (druid).
- Resurrection of a player (scholar).
- Metamorphosis to change form (magician).

***Attack spells**

- Strikes in order of levels: the fireball (magician), powerless against characters impervious to fire (dragons), the spiritual hammer (scholar), the flaming hand (magician), the ice cloud (magician) recommended against fire creatures, and the spirit of flame (magician) which is the most powerful spell.
- strikes against all enemies present: lightning (magician) and fire storm (magician), powerless against fire creatures.
- Specific actions against enemies: sleep (magician), blinding (scholar), paralysis (scholar magician).
- Inversions: traditional inversion (scholar/magician) which changes a character's natural inclinations (friend/enemy), and the "turn undead" special (magician) which drives only the living dead mad.

***Specific spells**

- The paranormal: "Paranormal" detection (magician) indicates that you are in an accursed place. Exorcism (scholar) enables the curse to be lifted from the place.
- Telepathic reconnaissance (scholar) indicates the characteristics of the character encountered.
- The magic key (magician) opens all doors.
- The change of timescale (magician) allows you to change your temporal plan in the middle of a fight for a certain time. You can thus raise your life points and prepare your strategy.
- Teleportation (magician) is used with "memo-telep" (magician) which records in advance the teleportation arrival point.

DEFENCE SPELLS

Figure 1 : healing

Figure 3 : anti poison

Figure 5 : resurrection

Figure 7 : psychic protection

Figure 9 : regeneration

Figure 11 : fireproofing

Figure 13 : physic protection

Figure 2 : global physic protection

Figure 4 : restore vision

Figure 6 : invulnerability

Figure 8 : metamorphosys

Figure 10 : global psychic protection

Figure 12 : anti-paralysis



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12



13

ATTACK SPELLS

Figure 1 : fire-ball

Figure 3 : paralysis

Figure 5 : blinding

Figure 7 : flaming hand

Figure 9 : sleep

Figure 11 : spiritual hammer

Figure 2 : lightening

Figure 4 : fire-strom

Figure 6 : ice-cloud

Figure 8 : spirit of flame

Figure 10 : inversion

Figure 12 : turn undead



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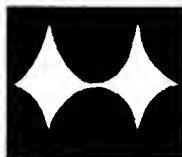
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SPECIFIC SPELLS

Figure 1 : memo-telep

Figure 3 : teleport

Figure 5 : change of timescale

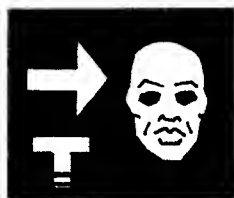
Figure 7 : telepathic reconnaissance

Figure 2 : magic-key

Figure 4 : paranormal detection

Figure 6 : exorcism

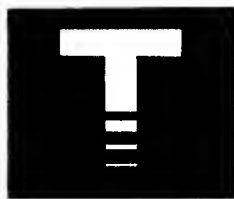
Figure 8 : poisoning



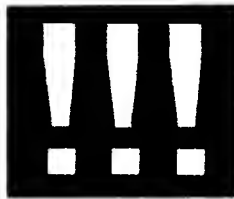
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«BEFORE»

The black god Morgoth, helped by Alnathrox, is conspiring against the Spirit Gods, and he is trying to set up a chaotic order. His project fails; Morgoth is banished to the Kingdom of the Gods in a timeless plane. Alnathrox loses all influence, but he retains his place within the Kingdom.

Following this failure, the powers of chaos send their Black Dragons to face the White Knights. These wars, known as the «Wars of the Flame», end with the terrible battle of Sith. The White Knights come out victorious. One single Black Dragon, Wohratax, survives the battle.

The Gods create the world of Crystals, with Arborea being the central place, where the four magic crystals are to be found, the four symbols of equilibrium in the world : earth, sky, water and fire.

«THE ANCIENT TIMES OF THE FIRST CONJUNCTION»

The First Conjunction takes place. This is the alignment of the sun, the two moons and the planet Arborea. At the time of this cosmic event, Time Doors appear. Morgoth takes advantage of this to escape from the plane where he was exiled, in order to project himself almost 10 000 years into the future.

During these 10 000 years, peace has reigned over the world of Arborea, where three races live together : the orcs, the Sham-nirs, the craftsmen elves and the black elves, who rule the Kingdom.

This period comes to an end with the arrival of Morgoth. The latter takes possession of the minds of the orcs and the black elves, who enter into a war against the Sham-nirs. The Gods decide to scatter the Crystals. The world of Arborea is engulfed under water, and only Arborea remains emerged. The survivors of this apocalypse try to find the Crystals. Jarel, the Prince of the Sham-nirs, and six companions succeed in doing so and they return the Crystals to their original location. The world of Arborea is regenerated and it adopts the name of Kendoria. Morgoth is killed during the quest, but not before he had ensured his lineage with the sorceress Morgula, who had given him a son. Jon the Alchemist, one of Jarel's companions, draws up the Kendorian calendar. One year consists of six months, each of which bears the name of one of the companions : Akeer, Olbar, Zach, Irvan, Thorm and Jon.

CHRONOLOGY KENDORIAN CALENDAR

- Year 1 : Jarel is made Price of Kendoria and he reigns in peace over the entire kingdom. Morgula and her son Krogh flee from Arborea, and they go to ground in the Forbidden Forest (future Irvan's Island). With the help of some humans, they found a community and drive back the lizard men into the marshes.
- Year 24 : death of Jarel. His successors tear each other to pieces. Kendoria sinks into anarchy. Numerous adventurers of every race land on Arborea. Morgula and Krogh take advantage of this to establish themselves there.
- Year 28 : Azalhgorm is sent to Kendoria by the Gods. He establishes himself in the mountains and enters into meditation.
- Year 32 - 33 : The jungle people split up. A large part emigrates to Arborea and found a town there : Urshurak. This is the future Koren Bahnir.
- Year 40 : Krogh has a fortress built on the borders of the kingdom. This fortress is called Ishar, which means «unknown» in the elf language.
- Year 45 : «The Story of Ancient Times» from Azalhgorm to Aramir, Jarel's grandson.
- Year 46 : Ishar's first quest. Death of Krogh.
- Year 47 : The Sham-nirs regain power, and Kendoria is forbidden to all the people of the chaotic order. Alnathrox causes the water to rise around Kendoria and he flees from the Kingdom of the Gods. Kendoria, or the archipelago of Arborea, then consists of seven islands, each of which is named after one of Jarel's companions. The jungle people take refuge in the trees. The people from the Northern Lands, which are submerged by the waters, establish themselves in Urshurak, which is renamed Zach's Island. Alnathrox, who is reincarnated as a monk of the chaotic order, takes advantage of the opportunity to enter into the town.
- Year 56 - 62 : Under the reign of Zurbaran, Alnathrox, who calls himself Shandar, develops a trade in hallucinogenic potions, and he becomes a very powerful figure. He has a temple built for himself, which he names «Ishar II» and which is intended to annihilate the hegemony of Ishar. At Zach's Island, numerous followers dedicate a devilish cult to him.
- Year 57 : Azalhgorm writes the Rhyme of the Dwilgelindildong.
- Year 62 : Zurbaran has a vision of Jon the Alchemist.

- Year 62 - 63 : Second quest, known as the «Messengers», who destroy Ishar II and kill Shandar, alias Alnathrox. Before dying, the latter has the time to create a parallel plane, where his vital energy and his knowledge are kept alive.

- Year 63 - 96 : Reign of the Community of the Messengers. Zach's Island is renamed Koren Bahnir, a name borrowed from the people of the Northern Lands. Koren Bahnir becomes a very important town, as numerous people come to establish themselves there; in particular, the inhabitants of Irvan's Island, following an epidemic of White Plague, and the elf and humanoid people of the jungle, after the waters have receded.

- Year 72 : The magician Malahar is eaten by wolves in the mountains. Numerous adventurers leave in search of his magic belt, but in vain.

- Year 80 : Death of Jon the Alchemist after long death pangs, during which he drafts his «Visions of another world».

- Year 93 : The great Alstar, successor to Azalhgorm, makes his prophecy.

- Year 96 : Death of the last «Messenger». The Princess of Koren Bahnir, Thina Dahilim, who was already ruling over the great city, extends her power over the entire kingdom. The fortress of Ishar, which had lost all influence, is left in a state of abandonment. Numerous characters from the chaotic order establish themselves there, particularly Wohrntax, the last of the Black Dragons.

- Year 99 : Thina Dahilim is abducted and confined in Ishar. The Governor of Koren Bahnir takes her succession.

- Year 100 : Appearance of the Time Doors. Third quest of Ishar. Second Conjunction of the planets, which causes a shower of meteorites to fall into the jungle.

- Year 104 : birth of the son of Thina Dahilim and Zoltar Vinks.

- Year 112 : Erkh Moltus is elected Governor of Koren Bahnir.

APPENDIX I

COMPUTER PIRACY

Many people have shared in the design and marketing of the software program you are using. This development was financed by the results of selling previous programs.

Illegal copies of software programs lead to a fall in profits, thus making prices rise, harming the consumer and directly threatening the world of video games and their uses.

Apart from the fraudulent sale of copies which is very severely punished by law, there is moral aspect to bare in mind - piracy swells the dole queues !